```
VsnetSocketBase
# fd
#
  set
+ VsnetSocketBase()
+ ~VsnetSocketBase()
+ valid()
+ get fd()
+ close_fd()
+ get socktype()
+ set_block()
+ set nonblock()
+ get nonblock()
+ isActive()
and 9 more...
# child disconnect()
    ServerSocket
 # srv ip
 + ServerSocket()
 + get_adr()
 + acceptNewConn()
 # child disconnect()
  ServerSocketUDP
+ ServerSocketUDP()
+ isActive()
+ acceptNewConn()
+ lower selected()
```